

The Making of a Small Computer

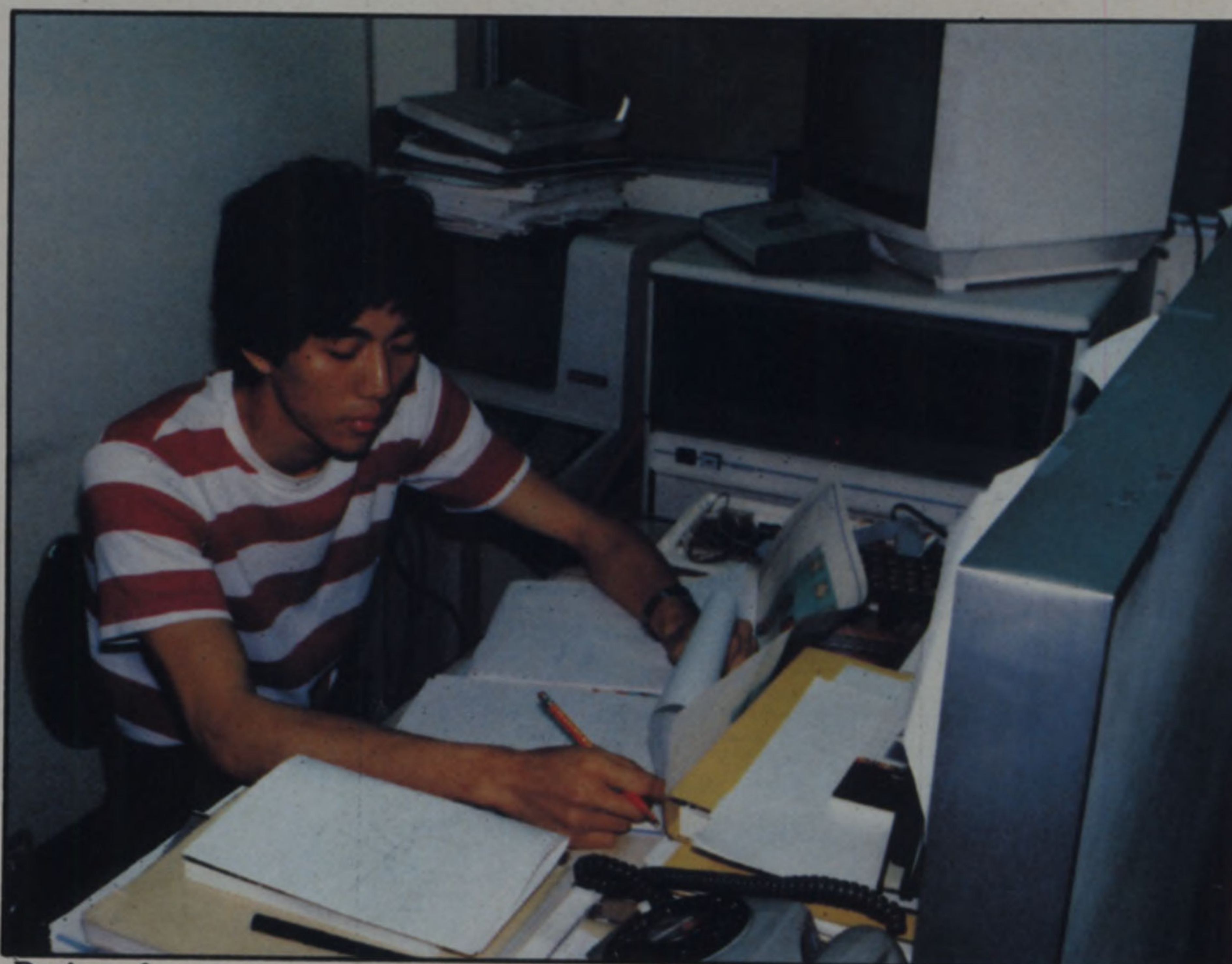
David H. Ahl

We recently had an opportunity to tour the Video Technology factory in Hong Kong. There we saw the design and assembly of pocket games, video games, and small computers. Although

Video Technology has recently moved to more spacious quarters, the steps in making a product are much the same as they are pictured here.



Freder Centre is typical of the manufacturing buildings in Hong Kong.

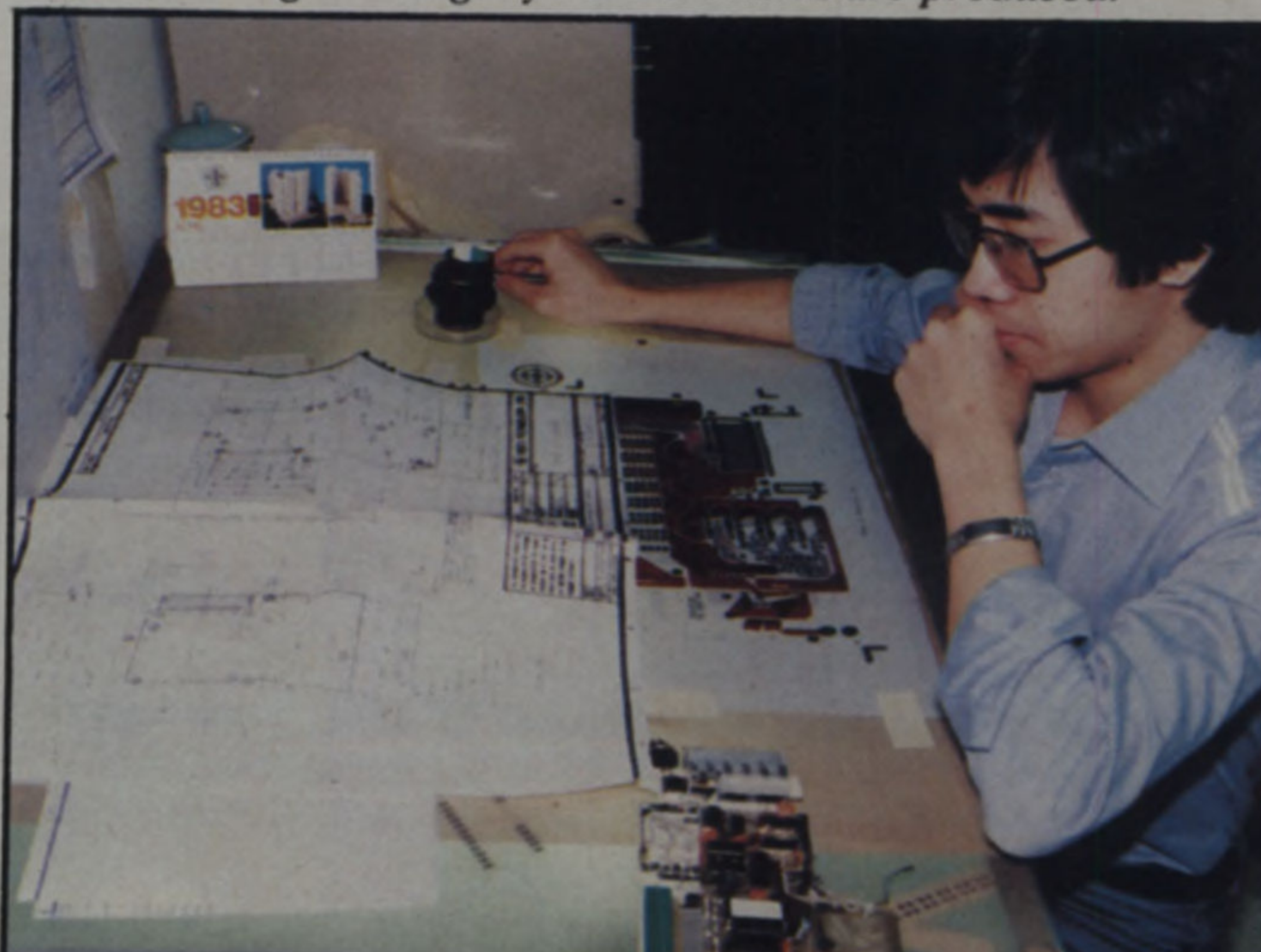


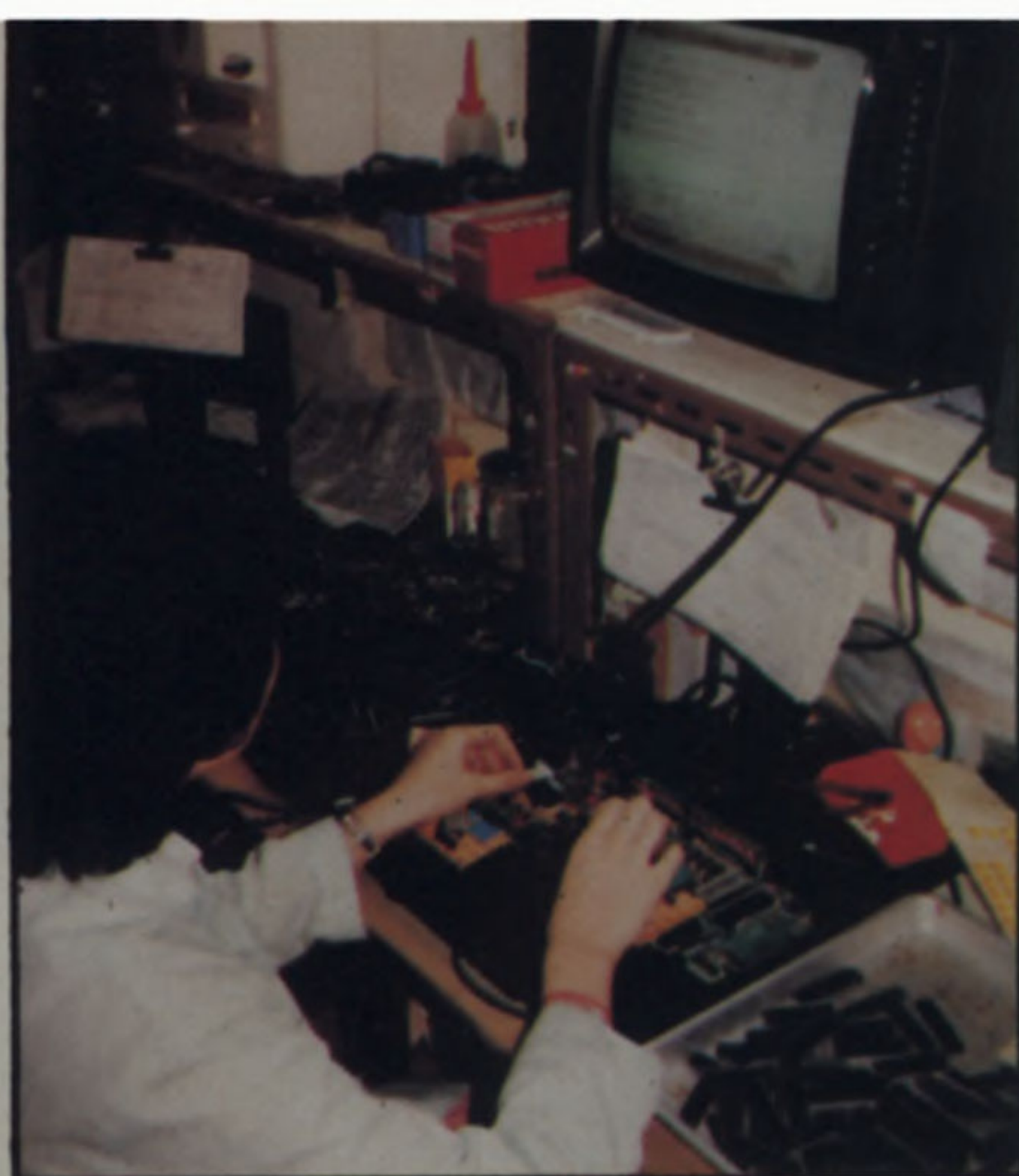
Design of a new computer is done with the aid of other computers, pencil and paper, and human ingenuity.

Next, a wire wrapped prototype is made and tested.



Then, working drawings of the PC boards are produced.





Incoming mpu's and IC's are thoroughly tested.



After component insertion, a wave soldering machine solders all the components uniformly to the PC board.



Subassemblies, switches, and connectors are added to the main PC board.



Overview of the assembly line.



Completed boards are burned in and monitored.



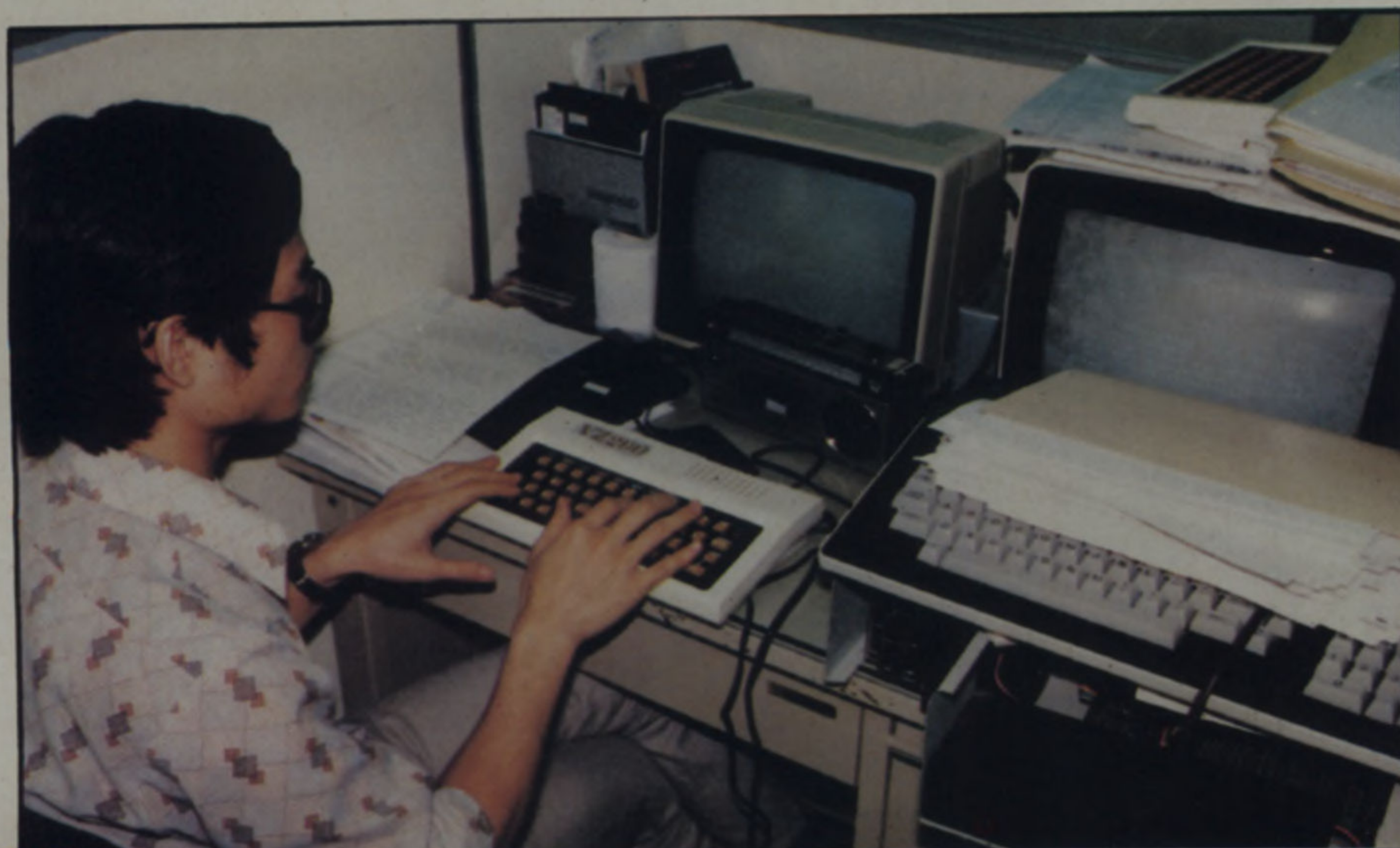
If a board fails the test procedure, it is either fixed or scrapped.



After final assembly, each computer is loaded with a program that checks all of its memory and other operations.



The computer is then tested with a full complement of peripheral devices attached.



Final burn-in of Laser 200 computers prior to packaging. (The machine is sold as the V-Tech VZ200 in the United States.)

Software development is an ongoing activity.